Use Of Internet Service For Creating Didactic Games In Professional Activity Of A Teacher Of Foreign Languages

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ABSTRACT

In this article, the author reveals the purpose of Internet services for creating didactic games, their advantages and disadvantages. In addition, the author describes the possibilities of two Internet services for creating didactic games in training.

KEYWORDS

Internet service, didactic game, professional activity, foreign language teacher.

INTRODUCTION

Information technologies are becoming more and more popular in the modern world. The world does not stand still, and children follow this fashion. But what should a teacher do to keep children from learning? The teacher, as an adult and reasonable person, should keep up with the times, learn from children to master modern information technologies and apply them in work with children to make the lesson even more interesting.

THE MAIN RESULTS AND FINDINGS

What is an Internet service?

In the explanatory dictionary of the Russian language S.I. Ozhegov gives the following definition "Service is the same as service". However, if you consider this concept in computer science, then there you can find a more specialized definition. For example, the "Academician" dictionary defines a Web service, which is a service that is provided on the Internet using special programs.

All services are very diverse and specific, so we propose to consider the types of Web services and their features:

- Services for documents intended for joint creation and storage on the Internet;
- Services for bookmarks, universal tools for creating / storing web pages that you regularly visit;
- Services for presentations and slideshows designed to create, store and view multimedia presentations;
- Services for creating surveys, questionnaires and tests - online services, the purpose of which is to create survey and test forms for testing knowledge;
- Services for creating didactic games that help to consolidate knowledge in a playful way.

With the advent of information technology, new needs have arisen for the education and upbringing of children in schools. Today, according to the general provisions of the State Educational Standard, which states that it is based on a system-activity approach, teachers must educate and develop those personality traits that will meet the requirements of the information society. And in order to implement this approach, teachers need to use one of the active types of activity, that is, a game that will take into account the individual characteristics of students.

In the pedagogical dictionary Kodzhaspirova G.M. and Kodzhaspirova A.Yu. play is seen as one of the activities where the educational process itself is an important point. In the same dictionary, there is a definition of didactic games - applications for personal computers that have an educational and developmental nature.

The following advantages of Internet services for the creation of didactic games in the educational process can be distinguished:

- Provide an opportunity to carry out independent work of students;
- Form a variety of skills and abilities;
- Get interested in various topics;
- Promote psychophysical development;

As examples, I would like to consider such services for creating didactic games as LearningApps.org and ProPros.com.

LearningApps.org is educational games for learning various topics in a foreign language. On this service, you can not only use ready-made games, but also create your own.

We propose to consider the advantages of the LearningApps service:

- Clear Russian-language interface;
- Creation by the teacher of the necessary interactive games on any subjects and topics;
- Using ready-made didactic games created by other users of the service;
- Quick check of the correctness of the assignment;
- The possibility of self-study;
- Creating a profile for students;

- Uniting students in a virtual classroom;
- Creation of the same games by the students themselves to consolidate what they have learned and realize their creative abilities;
- Increasing the motivation of children.

The next great Web service to talk about is ProProfs.com. This service is absolutely free to use and create a variety of games, crosswords, quizzes, polls and puzzles, just like LearningApps.com. However, there are some difficulties in using, for example, if you do not speak the language, then it will be difficult for you to work with this service, since it is in English.

It was found that the use of didactic games in teaching a foreign language has undoubted advantages over other electronic resources, expressed in the following:

1. Conciseness, that is, when creating games, the number of printed characters is limited, so this can serve as an incentive for careful thought over the content;
2. Publicity means that both English-speaking and Russian-speaking and others can work with the services;
3. Linearity, this quality allows you to develop methods for the development of certain skills of students;
4. Hypertext structure, that is, it assumes quick access to authentic educational and reference resources, programs at any time;
5. Contextuality, this quality allows you to focus on certain topics selected by the user.

In addition to pluses, of course, didactic games have their minuses in use:

1. Less training in oral speech;
2. Lack of didactic materials;

3. A lot of time spent on the preparation of "level assignments".

CONCLUSION

Thus, services for the creation of didactic games help to implement a system-activity approach in teaching foreign languages. Using these applications, teachers not only motivate students to learn certain rules, vocabulary, but also form certain skills.

Creating didactic games for a foreign language teacher is a huge step up in realizing your creative approach. In addition, this means that the teacher does not stand still, but develops, which is very important in this profession.

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